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STORY STAGE

USER GUIDE

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An Introduction to *Story Stage*

Story Stage is a captivating multi-mouse resource, which promotes collaborative storytelling by allowing groups of pupils to work together – each using their own mouse!

The four areas of interaction provide endless opportunities for exploring storytelling, particularly the unique virtual theatre where pupils can stage performances of their very own. This innovative product redefines the use of classroom computers and will be loved by teachers and children alike.

This uniquely engaging resource is available for a growing number of well-known favourite children's stories:

Available now:

- Goldilocks and the Three Bears
- Three Billy Goats Gruff
- The Enormous Turnip
- Little Red Riding Hood
- Little Red Hen
- Jack and the Beanstalk

Each charming story in the *Story Stage* series is available as a separate CD-ROM and includes a narrated on-screen storybook of the traditional tale, a ready-made *Story Stage* performance and a library of appropriate interactive content to be used in retelling the story.

All purchased titles from the *Story Stage* series are combined together upon installation, allowing pupils to mix and match the content libraries from other stories thus providing endless creative opportunities.

System Requirements

- PC with 1Ghz processor (or higher) and 128MB memory (256MB recommended)
- 16MB video memory (32MB recommended)
- 1024 x 768 screen resolution
- Windows XP® Service Pack 2 or higher, Windows Vista® and Windows 7®
- Microsoft®.NET Framework version 3.5 or higher
- Adobe® Flash® Player 9 or above

For additional PDF resources:

- Adobe® Acrobat Reader®

Note that *Story Stage* will search for the latest versions of Flash® Player upon installation, and will automatically direct you to the appropriate online download.

Note that *Story Stage* will automatically detect whether Microsoft®.NET framework is installed on your computer and will provide the option to download the appropriate version if necessary.

To download the latest version of Adobe® Acrobat Reader® visit http://www.adobe.com/downloads/

Installation Instructions

Windows® Standard Installation

Place the CD-ROM in the relevant drive on your computer: the installation should start automatically; otherwise, you should open the CD from within **My Computer** and install the product by double-clicking on the **Setup** icon. For a standard installation click **Next** on each screen (you will need to read and accept the licence agreement when prompted and you may wish to change the installation setting to 'Just me' if you require only the logged in pupil to have access to the program). This will add the product to your program menu in the location, **Start >Programs >Scholastic > Story Stage >Jack and the Beanstalk**

Network Installation (Windows®)

If you want to have program data saved into a shared network location (so that pupils can access their work from any workstation), you must make a change in the Teacher area of the *Story Stage* CD-ROM. First, the standard installation procedure detailed above should be followed for every workstation that you would like to use *Story Stage* on. After each installation, launch *Story Stage* and navigate to the Teacher area, via the Main Menu (see page 11 of this user guide for Teacher login details). On the Settings tab, change the save path to a shared location on your network. *Note that this must be an area of your network to which all users have read/write permissions.* Repeat this to enter the same teacher area save path for all the workstations and users that need to share the *Story Stage* saved files area.

Uninstalling *Story Stage*

You can repair or remove a *Story Stage* installation from a workstation by running the installer again and choosing the 'Remove' or 'Repair' options, then following the on-screen instructions. You can also uninstall *Story Stage* from the 'add and remove programs' area within the Windows® control panel.

Using *Story Stage* on RM CC3 Networks

The folder 'StoryStageSaves' will need to be manually created in the RMPublic folder with Full Control given to the Everyone group before the application is used. If you do this from the server, the RMPublic folder will be found at **<servername>\RMPublic** or from a station it will be the **P:** drive.

For more information on using *Story Stage* on networks, see the 'Read Me' file in the **CC3** folder on the *Story Stage* CD-ROM.

Using *Story Stage*

Choosing a story

All purchased titles in the *Story Stage* series will be combined upon installation, and will be added to the dropdown list on the Main Menu.

Click the dropdown list arrow to open the list of titles and choose a different story. The selected story will remain on display once the dropdown list is closed, and this will be the focus story for the Create, Read, Watch and Review areas. Details of stories currently available in the *Story Stage* series can be found on the next page.

Goldilocks and the Three Bears

When a family of three bears go for a walk in the forest while their porridge is cooling, a mischievous little girl named Goldilocks finds their empty cottage and makes herself at home!

The Three Billy Goats Gruff

The Three Billy Goats Gruff want to cross a bridge to get to the lush green grass over the other side, but first they have to get past the angry troll that lives under the bridge.

The Enormous Turnip

One day an old man and woman grew an enormous turnip so big that they couldn't pull it out of the ground. With the help of their whole family, will the old man and woman finally pull out their enormous turnip?

Little Red Riding Hood

One morning, Little Red Riding Hood sets off through the woods to visit her grandmother. Little Red Riding Hood is soon approached by a wolf, who asks where she is going and then runs on ahead. When Little Red Riding Hood finally arrives at her grandmother's house she has a terrifying surprise.

Little Red Hen

Little Red Hen lives on a farm with lots of other animals, but none of them will help her with all the jobs that need doing to make some bread. After lots of hard work, Little Red Hen finally has a lovely loaf of bread…and the other animals are suddenly very keen to help her eat it!

Jack and the Beanstalk

When Jack sells his poor mother's cow for some magic beans, she is not very pleased and throws the beans away. Soon the magic beans grow into a giant beanstalk, which Jack climbs to find his fortune.

Read

"Nonsense! That's the smell of my tasty stew," said the giant's wife to her husband. "Sit down and eat."
The giant slurped his lunch. Then he put a bag of gold, a hen and a golden harp on the table beside him. He began to count his gold.
"I'd like some of that gold," thought Jack.
6
Next, the giant stroked the hen.
"Come, my beauty, lay an egg for me," said the giant.
And the hen laid a GOLDEN egg as large as Jack's fist.
"I'd like an egg, too," thought Jack.
The giant turned to the golden harp.
"Sing, harp, sing!" said the giant.
7

Upon clicking **Read** on the Main Menu, users are taken to a narrated on-screen storybook, which tells a traditional version of 'Jack and the Beanstalk' story.

Read controls

Click the **forward page** button to turnover to the next page.

Click the **backward page** button to return to the previous page.

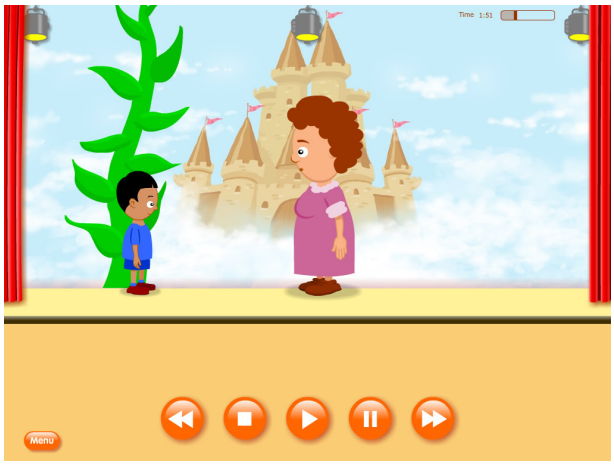
Click the **audio** button to narrate the text on that page.

Click the **return to start** button to return to the first page of the ebook.

Users can return to the Main Menu at any time by clicking the **Menu** button.

Tip: See 'Using Jack and the Beanstalk in the classroom' and printable resource sheets for ideas on using the Read section effectively.

Watch



Upon clicking **Watch** on the Main Menu, users are taken to a ready-made Create performance of the 'Jack and the Beanstalk' story.

The example performance demonstrates how the Create area can be used effectively. It can be used to stimulate ideas and class discussion on how the sequence could be changed or improved.

Watch controls

Click the **Play** button to play the performance.

Click the **Stop** button to stop the performance. The performance will reset to the first frame.

Click the **Pause** button to pause the performance. The performance will remain on the current frame until a different button is clicked.

Click and hold the **Rewind** button to return to the start of the performance, or skip back through sections.

Click and hold the **Forward** button to skip through sections of the performance.

Users can return to the Main Menu at any time by clicking the **Menu** button.

Tip: See 'Using Jack and the Beanstalk in the classroom' and printable resource sheets for ideas on using the Watch section effectively.

Create

The Create section has two modes of use; Quick Start and Plan and Perform. Select the mode of use you require by clicking on the **Quick Start** or **Plan and Perform** options, then the **Create** button on the Main Menu.

Whichever mode of use is selected, users will first encounter the Set-up Mice (and other inputs) menu. See page 12 of this user guide for more information on mouse and microphone set-up.

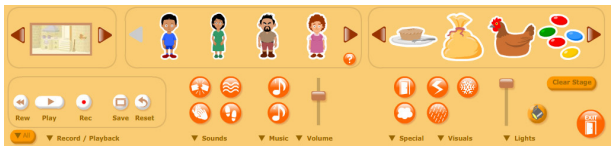
Quick Start

Upon clicking **Quick Start** on the Main Menu and then the **Create** button, users can create a performance of the 'Jack and the Beanstalk' story. This can be as close to, or different from the traditional version as they want!

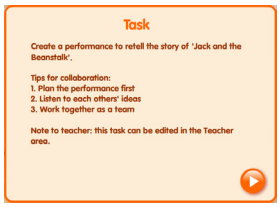
The Create library will be populated with default content; background scenery, puppets, props, audio clips and visual effects.

Components from the library can be placed onto the stage and repositioned whilst the audio clips, music and visual effects are added. A voice-recording feature enables users to add narration or character voices to the performance. For best results use an external microphone for this.

All available library components are presented within a panel underneath the stage:



Props and puppets display a coloured outline to show which mouse is controlling them.


Task
Create a performance to retell the story of 'Jack and the Beanstalk'.
Tips for collaboration:
1. Plan the performance first
2. Listen to each others' ideas
3. Work together as a team
Note to teacher: this task can be edited in the Teacher area.

Tip: You can customise the task prompt, which pupils see when entering Create, to personalise their learning experience. See the 'Teacher Area' section on page 11 for more details.

The components are grouped together as follows:

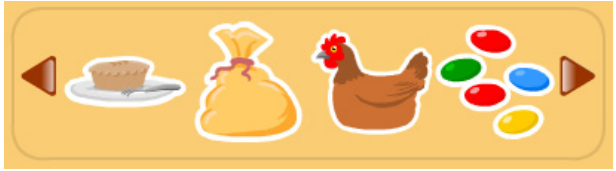
Backgrounds

Click the **next** and **back arrows** to scroll through the choice of backgrounds.

Click a **background** to add it to the stage.

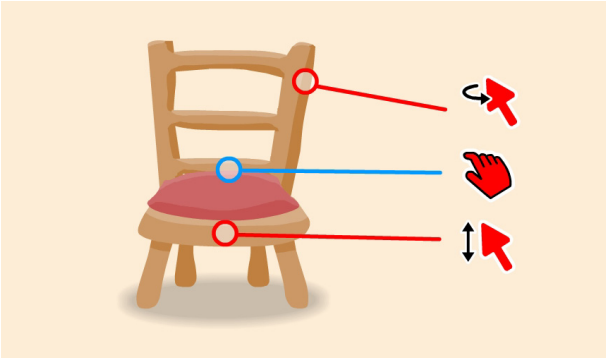
Props

Click the **next** and **back arrows** to scroll through the choice of props.



Click and drag a prop from the library to the required place on the stage. To remove a prop from the stage, drag it onto a stage curtain.

How to control the props:



Move the mouse over the props to find these hotspots:

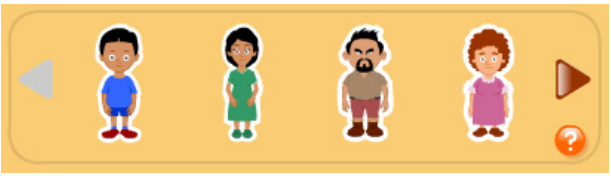
Some props have different views. If the mouse pointer displays this symbol, click to change the prop view.

Some props can be turned. If the mouse pointer displays this symbol, click to turn the prop.

When the mouse pointer displays this symbol, click to move the prop.

Puppets

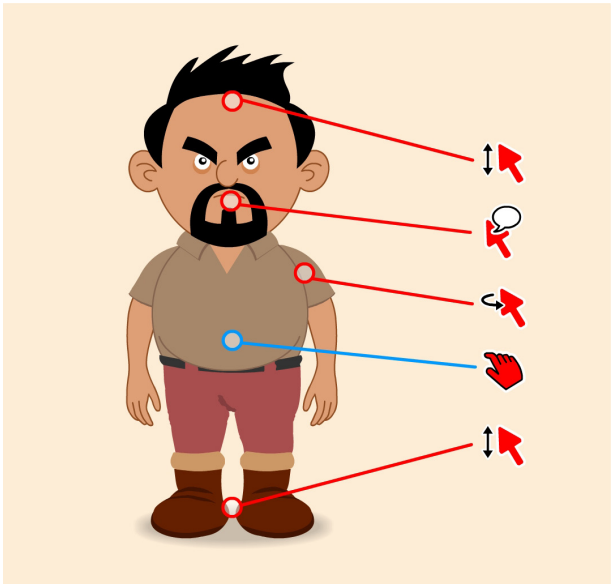
Click the **next** and **back arrows** to move through the choice of puppets.



Click and drag a puppet from the library to the required place on the stage. Alternatively, you can click and drag a puppet from the library onto a stage curtain and the character will 'wait in the wings' until dragged or walked onstage.

Note: The props and puppets will be layered in the order they are place onto the stage.

How to control the puppets:



Move the mouse over the puppets:

When the mouse pointer displays this symbol, click to make the puppet sit or lie down, and stand up again.

When the mouse pointer displays this symbol, click to make the puppet's mouth 'talk'.

When the mouse pointer displays this symbol, click to make the puppet turn.

When the mouse pointer displays this symbol, click and drag to move the puppet.

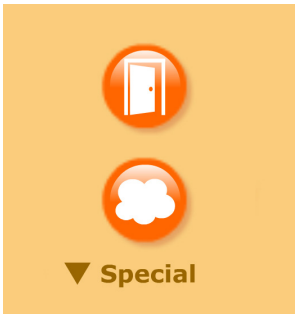
When the mouse pointer displays this symbol (on the stage area), click to make the puppet walk to that point.

Note: To instantly remove a puppet or a prop from the stage, drag it onto a stage curtain.

To realistically show puppets leaving the stage, use the 'point and click' walk function to make the puppets walk off behind the curtain. Alternatively use the 'backstage' controls:

Special effects

The special effects determine how a puppet or prop will disappear from the stage.

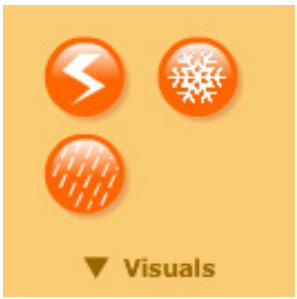


Click on a special effect button to turn that effect ON, then click on a puppet or prop on the stage to apply the effect.

The special effect will turn OFF once applied to a prop or puppet.

Visual effects

The visual effects are created by animations on the stage.

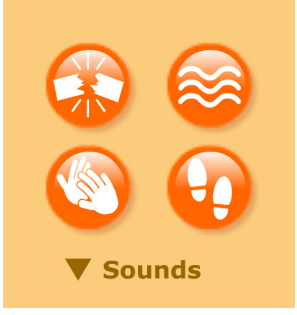


Click on a visual effect button to turn that effect ON.

Click on a visual effect button for a second time to turn it OFF.

Sound effects

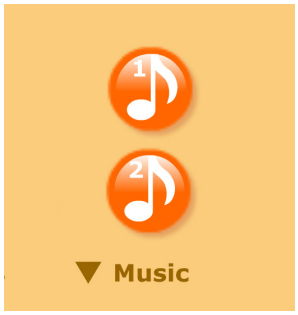
The sound effects are looped audio clips.



Click on a sound effect button to turn the sound ON.

Click on a sound effect button for a second time to turn it OFF.

Music



Click a music button to turn that atmospheric music ON.

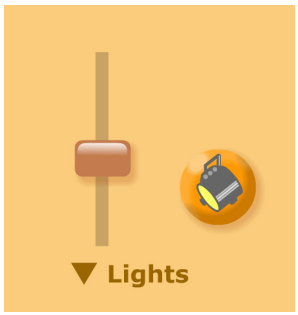
Click the music button for a second time to turn it OFF.

Volume

Click and drag the volume bar to turn the volume level up or down.

Lights

The stage spotlights are ON by default.



Click on the spotlight button to turn the spotlights OFF.

Click on the spotlights button for a second time to turn them ON again.

Click and drag the lights bar to turn the lighting level up or down.

To reposition a light, place the mouse pointer over one of the stage spotlights until this icon is displayed. Then click and hold to position as required.

Other buttons

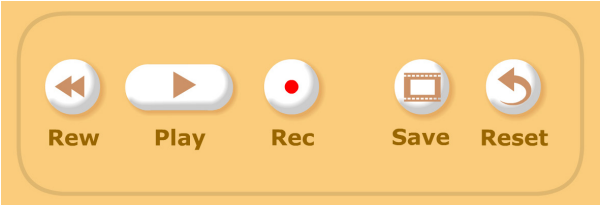
Click on the **Clear Stage** button to remove everything from the stage.

Click on the **All** button to show or hide all backstage controls in the Create library.

Pupils can return to the Main Menu at any time by clicking the **Exit** button.

Record/Playback

The record/playback controls should be used to record a performance, either scene-by-scene or via a series of acts.

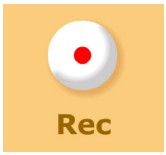


The maximum recording time per performance is 3 minutes. A countdown timer will show recording time remaining in the top right-hand corner of the screen.

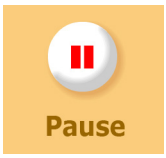
Once recording time has elapsed, a dialogue box will appear prompting users to save their performance.

Note that any sound effects and music should be switched OFF before ending a recording by clicking the Stop button. This is to ensure that all audio ends after playback of a recorded performance.

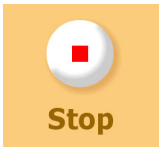
If sound effects and music are still switched ON when a recording is ended by clicking the Stop button, any audio will continue to play after playback of the recorded performance has ended. This is to ensure continuity for when pupils want to carry on with their performance after playing back their recording. If pupils want to record a second performance, they must first save their initial recording.



Click the **Record** button to start recording a performance. A '3, 2, 1' countdown will display before recording begins.

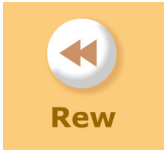


The **Pause** button can be used to pause recording whilst making scene changes, or between acts.

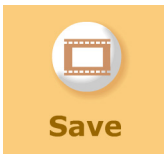


The **Stop** button ends the recording and returns to the standard record/playback controls.

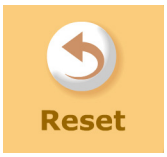
Click the **Play** button to watch the recorded performance.



Click the **Rewind** button to return to the start of the recorded performance.



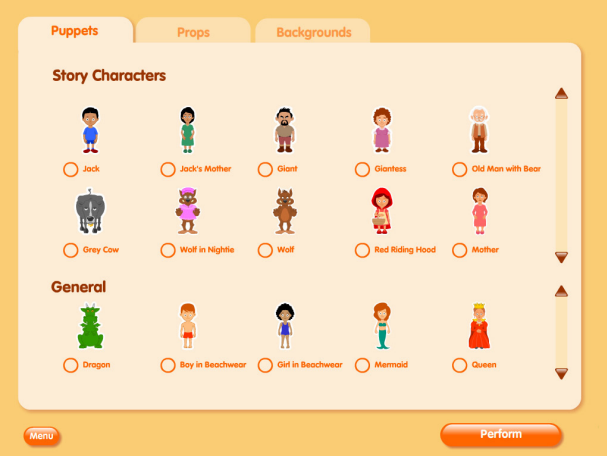
Click the **Save** button to save the recorded performance to the Gallery.



Click the **Reset** button to delete the recorded performance.

Tip: Clicking Stop after making a recording and then clicking Record again will overwrite a performance. Users should ensure they have saved their last performance before recording a new one.

Plan and Perform



Upon clicking **Plan and Perform** on the Main Menu and then the **Create** button, users must first choose which components (background scenery, puppets and props) they would like to be available within the Create library.

Components from all installed *Story Stage* titles are organised within separate tabs in the Plan interface. Additional general components are also available within each tab to provide opportunities for particularly imaginative performances.

Click a component to turn it ON. A tick will appear within the circle to show that it will be available within the Create library.

Click the component again to turn it OFF. The tick will disappear to show it will not be available in the Create library.

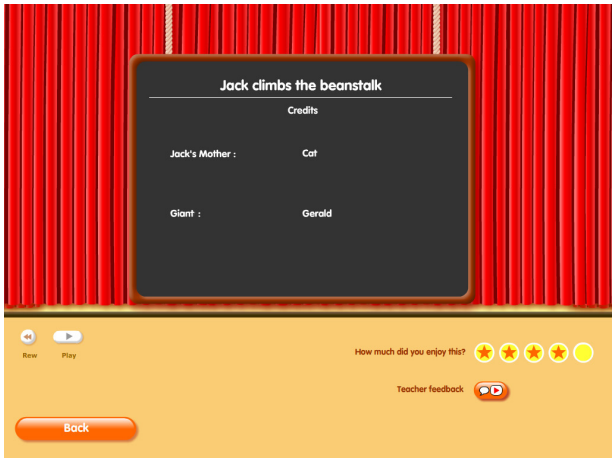
Once users have selected their required components on the Plan screen, they can click the **Perform** button to move on to the Create area.

Pupils can return to the Main Menu at any time by clicking the **Menu** button.

Review

Upon clicking **Review** on the Main Menu, users are taken to the Gallery containing saved Create performances.

Click the **Play** button next to a saved performance to review it.

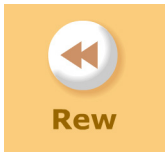


Each performance can be watched, then given a score rating, allowing pupils to assess their own and their classmates' work.

Teachers can also record audio feedback for saved performances (see page 11 of this user guide), which users can listen to here.

Review controls

Click **Play** to watch the saved performance.



Click **Rewind** to return to the start of the performance.

Click the **stars** to give the saved performance a rating.

Click the **Teacher Feedback** button to listen to audio feedback (if recorded by the teacher).

Click the **Back** button to return to the Gallery.

Pupils can return to the Main Menu at any time by clicking the **Menu** button.

Teacher Area

Click the **Teacher** button on the Main Menu to navigate to the Teacher area, which provides access to customisable settings and a 'Manage Gallery' area.

The Teacher area is password protected. The default login details are:

User Name: **teacher**
Password: **login**

Whilst these login details can be changed in the Teacher area, these default options will always be accepted.

Settings

- To change the Teacher area login details, type in a new user name and password, then click **Save**.
- To change the default location for saved Create work, type in or browse to the new save path and click **Save**.

Note: When the save path is changed, all work saved to the previous path is removed from the Gallery.

Task

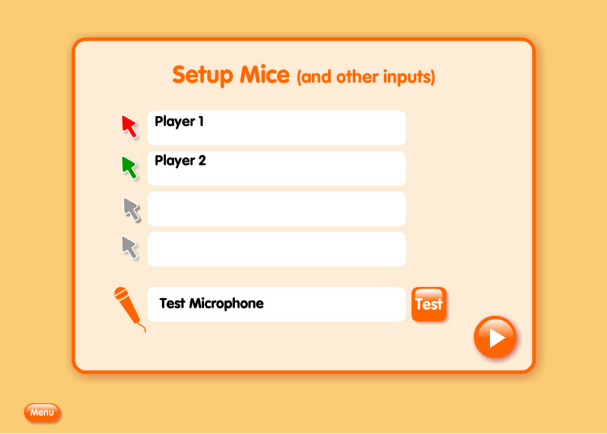
To personalise the task information that users see upon entering the Create area, type alternative objectives then click **Save**.

Manage Gallery

- To delete performances, click the **checkbox** next to a performance and click the **Delete selected** button.
- To record feedback for a saved performance, click the **Teacher Feedback** button in the right-hand column. Click **Record** to start recording, **Stop** to end recording, and **Play** to listen to a recording.
- To view a Gallery containing performances saved from a different *Story Stage* title, select it from the dropdown list of installed products at the top of the screen.

Click the **Back** button to return to the Main Menu screen.

Setup Mice (and other inputs)



Upon entering the Create section each time, the Mice (and other inputs) menu will appear. The number of connected USB mice will be displayed in this menu screen and each mouse will be assigned a colour. Users can enter their name next to the mouse they will be using. A microphone is required for using the voice recording feature in Create. An internal or external microphone can be used, although an external plug-in microphone is recommended for best results. To check if a microphone is detected, click the **Test** button. When a microphone is detected, the message 'Microphone connected' will be displayed.

Note: USB mice must be used with *Story Stage*. A maximum of four USB mice can be used at any one time, although three USB mice are recommended for optimum performance. Wireless mice can be used but are not recommended for use with *Story Stage*. Mice must be plugged in **before** entering the Create area, and not at any time after the Setup Mice menu.

Exiting *Story Stage*

Tip: To exit the *Story Stage* program from any screen at any time, hold down **Ctrl** and **Q** on your computer keyboard.

Additional Resources

Additional teacher and classroom resources to compliment the *Story Stage* software are saved to the default location **Scholastic > Resources** in the user's My Documents folder.

Resources are either PDF or Word format:

- Quick reference guide
- User guide
- Using Jack and the Beanstalk in the classroom
- Using *Story Stage* to promote collaborative learning
- Curriculum references
- Planning frames
- Role planning and pupil checklist
- Background scenery
- Cut-out characters and props
- Character masks
- Playscript
- Jack and the Beanstalk story
- Cut-out stick puppets

Note that with network use, any time the installation save path is changed or a new *Story Stage* title is added to an installation with an existing save path, the resources will be copied to the save path location. On CC3 systems the resources will be installed to **P:\storystagesaves\Scholastic\storystage\Resources**. We suggest that the contents of the 'Resources' folder are manually copied from the CD-ROM to the RMShared folder for easy access; either **W:\StoryStage Jack and the Beanstalk** (from a station) or **<servername>\RMShared\StoryStage Jack and the Beanstalk** (from the server).

Credits

Product design: Tim Meek and Russ Payne
Production management: Jekre Nair
Senior architects: Fami Shukoor and Navin Mathew Philip
Lead developer: Harish Kumar
Developer: Amith Vasudev
Story and playscript author: Sarah Snashall
Illustration and graphics: Paul Hutchinson
Testing: Cat Ramsay and Rechana Raj
Technical consultancy: Phil Crothers
Print design and layout: Simon Arbon
Narration: Henry Higham
Sound effects: Paul Hutchinson
Sound production: Ken Wheeler
Music: Andrew Holdsworth
User guide and print resources: Paul Hollin and Hannah Barnett

MWA Technologies Pvt Ltd

Developed on Windows® Multipoint™ Mouse SDK

wav2swf (cc) Matthias Kramm (quiss.org) -SA 3.0

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Technical Support

For all technical support queries, please phone Scholastic Customer Services on 0845 603 9091

For specific queries relating to the use of *Story Stage* on an RM CC3 network, please contact RM technical support.

For more information about *Story Stage*, including latest news and user case studies, or to buy other *Story Stage* titles, visit www.storystage.co.uk

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